

VAMPIRE

THE MASQUERADE

NAME: **Sir Reginald St. Mer**

NATURE:

GENERATION: **Seventh**

PLAYER: **John**

DEMEANOR:

HAVEN:

CHRONICLE: **And Here Our Trials...**

CLAN: **Brujah**

CONCEPT: **Knight**

ATTRIBUTES

PHYSICAL

Strength _____ ●●○○○
 Dexterity _____ ●●●●●
 Stamina _____ ●●●○○

SOCIAL

Charisma _____ ●●●○○
 Manipulation _____ ●○○○○
 Appearance _____ ●●●○○

MENTAL

Perception _____ ●●○○○
 Intelligence _____ ●●○○○
 Wits _____ ●●●○○

ABILITIES

TALENTS

Alertness _____ ●○○○○
 Athletics _____ ●○○○○
 Brawl _____ ●●●●●
 Dodge _____ ●●●●●
 Empathy _____ ●●○○○
 Expression _____ ○○○○○
 Intimidation _____ ○○○○○
 Leadership _____ ○○○○○
 Streetwise _____ ○○○○○
 Subterfuge _____ ○○○○○

SKILLS

Animal Ken _____ ○○○○○
 Crafts _____ ○○○○○
 Drive _____ ○○○○○
 Etiquette _____ ○○○○○
 Firearms _____ ■○○○○
 Melee _____ ●●●●●
 Performance _____ ○○○○○
 Security _____ ○○○○○
 Stealth _____ ○○○○○
 Survival _____ ○○○○○

KNOWLEDGES

Academics _____ ●●○○○
 Computer _____ ○○○○○
 Finance _____ ○○○○○
 Investigation _____ ○○○○○
 Law _____ ○○○○○
 Linguistics _____ ●■○○○
 Medicine _____ ○○○○○
 Occult _____ ●○○○○
 Politics _____ ■○○○○
 Science _____ ○○○○○

ADVANTAGES

BACKGROUNDS

Generation _____ ●●●●●■
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
Other Abilities: _____ ○○○○○
Archery _____ ●●●●●
Ride _____ ●●○○○

DISCIPLINES

Celerity _____ ●○○○○
Potence _____ ●●○○○
Fortitude _____ ■○○○○
 _____ ○○○○○
 _____ ○○○○○
True Faith _____ ●○○○○
 _____ ○○○○○

VIRTUES

Conscience/Conviction ●●●●●
 Self-Control/Instinct ●●○○○
 Courage _____ ●●●●○

MERITS/FLAWS

Life saver (3 pt. Flaw) _____

HUMANITY/DATH

Path of Heaven _____
 ● ● ● ● ● ● ● ○ ○ ○

WILLPOWER

● ● ● ● ● ● ● ● ○ ○
 □ □ □ □ □ □ □ □ □ □

BLOOD POOL

□ □ □ □ □ □ □ □ □ □
 □ □ □ □ □ □ □ □ □ □

HEALTH

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

EXPERIENCE

40/60